

## **SCHOOL AGE Computer Labs**

### *Community of Practice: Is It for You?*

Trudy Dunham, University of Minnesota  
Maureen Toomey, University of Idaho

Communities of Practice (CoP) are the latest trend in working collaboratively. But what really is a CoP? How can belonging to a CoP benefit me and my CYFAR program? What are the costs and expectations? Join us for 'Community of Practice 101' where we demonstrate what it is and give you a chance to role-play membership in a hands-on activity. Information on joining or forming one provided.

### *Developing Online Games and Animations in Your Out-of-School Program*

Trudy Dunham, University of Minnesota  
Vishal Singh, University of Nebraska

Want to add a game development activity to your program but can't afford the cost and complexity of Flash? Here it is! Learn how to use the free software Scratch to easily create graphics, animations and simple computer games including posting your games online. Get activity plans and contest ideas that you can use tomorrow in your out-of school program.

### *Mentoring with On-Line Communication Technology: Show-Me Pathways*

Melissa Scheer, Harry Tyrer, Bill Pabst, Tom Marrero, and Lee Henson, University of Missouri - Columbia

On-line mentoring is an inexpensive and convenient way to sustain relationships between youth and caring adults. In this computer lab, participants will learn to use MSN Instant Messenger, Hotmail and MSN Spaces as the communication tools for long distance youth programs. Participants will learn to guide youth in experiential activities using these free on-line tools.

### *Science and Math Learning Through Games: Two Computer Programs Designed for After School Programs*

Barbara Chamberlin and Jeanne Gleason, New Mexico State University

New Mexico State University's Learning Games Lab is completing work on two games specifically designed for after school programs with mid-school youth. Presenters will demonstrate "Pirate Science: The Curse of Captain Brownbeard" and "Matrix Math for the iPod" and provide information on how to access and use the games, and discuss the potential of game play for content learning in after school programs.

## **TEEN Computer Labs**

### *Engaging Youth in Communities through Technology*

Lisa Bouillion, University of Illinois Extension State 4-H Office  
Steve Wagoner, University of Illinois Extension

Learn how community-based youth programs are using technology to engage middle and high school youth as active problem solvers and partners in their communities. You will have the opportunity to learn more about new technologies, such as geographical information systems (GIS), and gain practical strategies and ideas for using these tools to position youth as a resource within your own community.

### *Exploring the Educational Uses of Virtual Environments*

Vishal Singh, University of Nebraska-Lincoln  
Lisa Bouillion, Illinois State 4-H Office

Take the opportunity to interact within the online 3D world, Second Life, which is currently inhabited by over a million users worldwide! In Second Life you chat with people around the world, attend meetings, experience live performances, and even create your own residence. Then participate in a guided discussion of potential uses of online worlds to support learning and collaboration.

### *Money Talk\$: On-Line 101*

Charles G. Go, University of California Cooperative Extension, Alameda County  
Karen Varcoe and Margaret Johns, University of California Cooperative Extension

Money Talks, a teen money management curriculum, continues to grow. Addressing the cyber generation needs of today's teens, University of California Cooperative Extension specialist and staff collaborated to create an interactive website. The new website provides easier access to the curriculum and other resources plus it targets teens with interactive financial games (i.e., expense station game, gassing up, etc.).

### *MySpace, Your Space, Out of Space!*

Carol Ikeda, Gavin Maeda, Myla Gumayagay, and Christine Hanakawa, University of Hawaii at Manoa Cooperative Extension Service

This computer lab will focus on popular trends in teen and youth communication: blogging, social-networking, and video sharing. Participants will learn what these trends are, the risks and benefits of them, and how educators can integrate them into youth learning and development. Participants will also explore the most popular of these sites: Blogger, MySpace, and YouTube.

### *Youth Financial Literacy Resources*

Judy Branch, University of Vermont;  
Megan O'Neil-Haight, University of Maryland  
Chris R. Koehler, Washington State University  
Elizabeth Kiss, Purdue University

Seventy-eight percent of high school students report not using a spending plan, and most high schools do not teach personal finance. Participants will learn how to obtain no cost teaching materials for pre-Kindergarten through grade 12 to learn to plan for spending, sharing and saving. Curricula will be shown as well how to find teaching support on the Internet.

## **COMMUNITY Computer Labs**

### *Building a Community Project Web Site*

Jeanne Wiebke, Iowa State University Extension  
Vishal Singh, University of Nebraska - Lincoln

CYFAR Community Projects can create websites with an easy to use tool called Joomla. This workshop will outline the features of the software and demonstrate how Joomla can be used to create a client friendly website. Over ten CYFAR community project signed up last year to work with Joomla, an update of the sites and their progress will be shared.

### *The Community Guide to Helping America's Youth: Interactive Tools for Communities*

Suzanne Le Menestrel and Byron Garrett, National 4-H Headquarters, CSREES/USDA

The purpose of this computer lab is to provide participants with an overview of the Helping America's Youth (HAY) initiative, including the Community Guide to Helping America's Youth. Participants in this computer lab will learn to use several interactive tools featured in the Community Guide: a mapping feature, a Community Resource Inventory, and a program tool.

### *Show Me the Money: Grant Writing 101*

Daniel F. Perkins and Phillip Hoy, The Pennsylvania State University  
Lynne Borden, University of Arizona

Participants will examine the grantsmanship process and the various funding mechanisms available related to programming for children, youth, and families. Through this computer lab, participants will gain an understanding of how to write a grant proposal to implement programming that will make our communities and organizations better places to foster the positive development of our children, youth, and families.